```
vector< FSM::Node >
             +nodes
          FSM
+ StopAllSounds()
+ FSM()
+ LoadXML()
+ beginElement()
+ GetEdgesString()
+ getDeltaRelation()
+ getCommMessageMood()
+ getDefaultState()
+ GetUnDockNode()
+ GetFailDockNode()
and 14 more...
+ beginElement()
+ endElement()
```